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Deep within the wildwood lies a place of myth and mystery, from which few return, and of those few, none remain unchanged. Ryhope Wood may look like a three-mile-square fenced-in wood in rural Herefordshire on the outside, but inside, it is a primeval, intricate labyrinth of trees, impossibly huge, unforgettable ... and stronger than time itself. Stephen Huxley has already lost his father to the mysteries of Ryhope Wood. On his return from the Second World War, he finds his brother, Christopher, is also in thrall to the mysterious wood, wherein lies a realm where mythic archetypes grow flesh and blood, where love and beauty haunt your dreams, and in promises of freedom lies the sanctuary of insanity ... On the planet Aeran, the original colonists have undergone a drastic change: under the influence of some strange psychic force they have forgotten their identity and created a new culture - an exact reconstruction of the Stone Age society that flourished in Ireland 6,000 years ago. Has some strange racial memory been awakened? Or are both cultures the product of a social blueprint implanted throughout the cosmos by a long-vanished race? Along the wild hills and forests of Britain, he was reborn as the Celt's mightiest warrior. Even as a boy, his mad bloodlust spread superstitious terror among friend and enemy alike. He was Swiftaxe, known as the Horned Warrior: half ghost, half man - and all killer . . . Merlin is almost young, and immortal, one of those born to walk the paths of the world, a man with charm carved into his bones, and enchantment running through his body thicker than blood . . . And this is a time of heroes, centuries before King Arthur is born, men and women who, though not gods themselves, are something more than mere mortals. For decades, Jason has been immured in his ship Argo in a lake in the far north, alive, but not, still traumatised by the murder of his sons by his enchantress wife Medea . . . until Merlin sees through the veil of enchantment and realises the boys were never killed; it was all a trick. Through the mists-shrouded isle of Alba to Greek Land, Merlin leads Jason and his Argonauts, some old, some new, on a quest to find the boys, journey filled with heroism and heartbreak, truth and treachery. The most recent research in matters Arthurian, by leading scholars in the field. Merlin is almost young, and immortal, one of those born to walk the paths of the world, a man with charm carved into his bones, and enchantment running through his body thicker than blood . . . And this is a time of heroes, centuries before King Arthur is born, men and women who, though not gods themselves, are something more than mere mortals. For decades, Jason has been immured in his ship Argo in a lake in the far north, alive, but not, still traumatised by the murder of his sons by his enchantress wife Medea . . . until Merlin sees through the veil of enchantment and realises the boys were never killed; it was all a trick. Through the mists-shrouded isle of Alba to Greek Land, Merlin leads Jason and his Argonauts, some old, some new, on a quest to find the boys, journey filled with heroism and heartbreak, truth and treachery. A superb collection of stories of magic and adventure from the golden age of Arthurian legend by bestselling writers. Enter into the darker realms of the age of the Knights of the Round Table, when magic held sway and Merlin vied with Arthur's heroic new world. Included are: Jane Yolen on Merlin's youth and coming of age; Marion Zimmer Bradley on Nimuë, Merlin's lover and doom; Charles de Lint on Merlin's influence through the centuries; Darrell Schweitzer on the legends of Merlin's birth; plus stories by Tanith Lee, Peter Tremayne, Phyllis Ann Karr, Jennifer Roberson, and many others. There is also a detailed introduction by Mike Ashley on the mystery and magic of Merlin and his world. A comprehensive examination of the historical and mythological evidence for every major theory about King Arthur • Explores the history of every Arthur candidate and the geographical arguments that have placed him in different locations • Examines 1,800 years of evidence for Arthur's life and the famous series of 12 battles fought against the Saxons in the 6th century • Reconstructs the history of the 6th century in Britain, when the first references to Arthur and the core events of his reign appear Few legends have had the enduring influence of those surrounding King Arthur. Many believe the stories are based on historical truth. For others Arthur represents the archetype of the brilliant monarch reigning over a fairy-tale kingdom, offering his knights the opportunity to prove their mettle in battle and find gnostic illumination through initiation into sacred mysteries like that of the Grail. Presenting the culmination of more than 40 years' research, John and Caitlín Matthews examine the historical and mythological evidence for every major theory about the existence of King Arthur. Drawing on modern techniques in archaeology and scholarship, they reconstruct the history of the 6th century in Britain, the period when the first unambiguous references to Arthur appear. They explore the history of every Arthur candidate, the geographical arguments that have placed him in different locations, and the evidence for his life and famous battles fought against the Saxons. Was the greatest British hero of all time not a king but a 2nd-century Roman officer active around Hadrian's Wall in Cumbria? A 5th-century soldier who operated in areas as far apart as Cornwall, Wales, Scotland, or Brittany? Or an entirely mythical fiction that provided a figure of light during a dark period of British history? Examining other literary figures from the 5th century such as Vortigern and Ambrosius, the authors also break down the plots of all the major Arthurian romances, including those by Chretien de Troyes, Sir Thomas Malory, and Robert de Boron, to reveal the historical events they are based on. Piecing together the many fragments that constitute the image of Arthur, both the man and the myth, the authors show how each face of Arthur has something to offer and how his modern popularity proves the enduring power of the hero-myth, truly earning Arthur the title he first received in the 15th century: The Once and Future King. Long before King Arthur is born to rule England, the enchanter Merlin is caught up in a tangled web of magic and mayhem, treachery, truth and heady enchantment Seven centuries have passed since Merlin journeyed with Jason and his Argonauts to find the Golden Fleece. Merlin is immortal, but when he uses the charm that is knit deep in his bones, his body ages - and he has no wish to be old, so rather than squander his magic, he prefers to rely on his own intelligence and cunning. Now the mage finds himself in Alba, the Island of Mists, beset by enemies both dead and Otherworldly, seeking both the children

of the warlord Urtha, who have been kidnapped and taken to Ghostland, and Jason's younger son, Kinon (Little Dreamer), hidden by his enchantress mother, Medea in the Otherworld. And now Merlin must use not just his own cunning and centuries of knowledge, but also the magic that permeates his body if he is to save his friends from fates truly worse than death itself. Details the mythic life of King Arthur, the history of Arthurian legend, and the popular themes and characters associated with the legends. Robert Holdstock was a prolific writer whose oeuvre included horror, fantasy, mystery and the novelization of films, often published under pseudonyms. These twelve critical essays explore Holdstock's varied output by displaying his works against the backdrop of folk and fairy tales, dissecting their spatiotemporal order, and examining them as psychic fantasies of our unconscious life or as exempla of the sublime. The individual novels of the Mythago Wood sequence are explored, as is Holdstock's early science fiction and the Merlin Codex series. One man against the monstrous forces of evil. The sixth book in the Nighthunter series. The Merlin Codex brings together Robert Holdstock's Celtika, The Iron Grail and The Broken Kings in one superb omnibus. Recounting a young Merlin's epic story, The Merlin Codex moves through the classical world of Jason (of the Argonauts fame) and his wife Medea. Jealously guarding his gift as every act of magic shortens his life, Merlin weaves his plots across the centuries, showing us echoes of the man and the stories we know from Arthurian legend. Robert Holdstock was unanimously hailed by critics as the best contemporary author of SF and Fantasy. By mixing Greek and Celtic mythologies happily around an immortal character, Holdstock once again touches on the great universal myths as he did so brilliantly in his Mythago Wood saga, going beyond the limits of Fantasy. Several years ago, Christian Huxley's father, George, obsessively documented the strange phenomena emanating from Ryhope Wood at the edge of their property. He watched the ancient heroes emerge, shouting both incomprehensible warnings and unmistakable invitations. Recklessly, George followed them into the mysterious sylvan shadows that changed him forever. Christian himself was not untouched by these living dreams. A childhood encounter with a phantom from another time draws him to the Wood as an adult. Deep in Ryhope, Christian uncovers the lie that permeates his worst nightmares. And like his father, he will be consumed with the mythagoes of Ryhope, especially a young Celtic warrior called Guiwenneth. She is the key to the mystery of the universe, an ancient heroine caught in a timeless tale of bravery and sacrifice. Now, together with a band of crusaders from a world long gone, Christian and Guiwenneth become part of the unfolding stories both remembered and forgotten. They meet sorcerers in battle and giants who can travel miles in one step. And they discover the meaning of the two gates, Ivory and Horn - one the lie, the other the truth. Argo, the ancient ship, has returned and hides beneath Urtha's fortress in Alba. Jason and the Argonauts are aboard her, enchanted into sleep. Niiv is still Merlin's lover, still seeking magic and mysteries, still a delight and torment to him. Something is wrong in Alba. An unknown force is affecting the land. The omens are frightening. The feckless Sons of Llew arrive, having stolen their uncle's chariot and horses once again. They bring news of hostels, gateways between the worlds of the living and the dead. An enormous gathering of the Shades, of the dead and the unborn, are being drawn to them. Meanwhile, Kymon and Munda, Urtha's son and daughter, are coming of age. Kymon is angry, boastful, ready to fight the Shades of Heroes, and violently annoyed by his father's diplomacy. Munda, on the other hand, is possessed of the Sight and welcomes the new, strange force in the land. She breaks taboo to visit one of the hostels. She comes back speaking of the Killer of Kings, the son of Jason. And as Merlin walks in and out of time, clinging to his magic and the remains of his youth, the forces set in motion will determine the fate of kings and kingdoms alike. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. Fantasy-roman. At the heart of the wildwood lies a place of mystery and legend, from which few return and none emerged unchanged: Lavondyss . . . the ultimate realm, the source of all myth. When Harry Keeton disappeared into Ryhope Wood, his sister Tallis was just an infant. Now, thirteen years old, she hears him whispering to her from the Otherworld. He is in danger. He needs her help. Using masks, magic and clues left by her grandfather, she finds a way to enter the primitive forest and begin her search. Eventually she comes to Lavondyss itself, a realm both beautiful and deadly, a place in which she is changed forever . . . Robert Holdstock's Mythago Wood won the World Fantasy Award and is among the most praised post-war novels of the fantastical. In this haunting sequel, Lavondyss, we are returned to the Wildwood and the mythos that Holdstock has made his own. Winner of the BSFA Award for best novel, 1989. Angels and demons fighting for control of the universe . . . ancient spirits or Greek Gods ruling over the Earth . . . Merlin and magic influencing mankind. What if it were all true? Unlock the secret codex of the supreme rulers of the cosmos. Discover the Decnalab history and lore, as well as uncover the prophecy that foretells of the enchanted one, that will come from humankind. This champion will mark the return of the original utopian order and fight to regain control of the universe and stamp out the evil that has plagued the Decnalab supremacy. A fabulous tale of honour, vengeance and magic by one of the great fantasists of modern times. When Odin's curse fell upon him, Harald Swiftaxe, the young Norse warrior, lusty in love and battle, was fully human no longer. He was incensed with the animal rage of the god's devotees, the Berserkers. The snarling ferocious savagery of the bear possessed him. Immune to fire and steel, frenzied by the smell of blood and the sight of torn human flesh, he was driven to the worst of human deeds . . . The stench of fear was meat and drink to him, and cowering women learned of his cruel, insatiable lust. The bear screeched its ecstasy - yet at times the man dimly understood the horror. Could the demon god be killed, the spell lifted...? If there was a way, the price of failure would be high, greater than death itself . . . Jack Chatwin has visions, which leave tangible evidence - sounds and smells, which linger afterwards. What he sees are two primitive figures, with painted faces - Greyface and Greenface, a brother and sister. He calls them bullrunners. John Garth is a city dowser, searching for the mythical pre-Roman city of Glanum. He hopes to find an entryway to the elusive city beneath Exburgh, Jack's home town. And he thinks Jack's bullrunners may be connected to Glanum . . . Years later, Jack, now grown up, agrees to take part in experiments to investigate his bullrunners - until Greyface, the male, breaks free of Jack and takes corporeal form. The bullrunner kidnaps Jack's young daughter so Jack will force Greenface to follow her brother-husband, even against her own wishes. Though Greyface returns the daughter, he keeps a shadow of her, which takes on a life of its own. If Jack refuses to co-operate, the shadow will drain his daughter's vitality and personality - and her very future. The story of Jack's search for Greenface is interwoven with the connections between the bullrunners and the mystical city of Glanum in this resonant tale of ancient mythic wonder. Merlin remains the most famous and familiar image of the magician we possess. In this new book, Arthurian expert John Matthews examines the many guises of Merlin. From out of the bonds of slavery there arose a warrior...a warrior feared across all lands, a warrior whose blade was stained with the blood of thousands - man and beast - who smiled as she killed, with hair as gold as summer sun, eyes as blue as the heavens, and a body which invited only love yet dealt bloody, merciless death to her enemies. This was Raven, Swordmistress of Chaos. And so she was chosen; a simple girl plucked from the slavepens of Lyand by the sorcerer-priests and schooled in every art of weaponry until no mere man could defeat her - in any form of physical combat. Together with her mysterious companion, Spellbinder, and the great black bird which watched over them, RAVEN set forth to meet her destiny. Her first quest, to find the Skull of Quez and return it to its rightful owner, for only by so doing could she gain the chance to slaughter Karlir Donwayne - the depraved monster whose tortures she could never forget... Centuries before he meets Arthur, Merlin wanders the earth, eternally young, a traveler on the path of magic and learning. During his journeys he encounters Jason and joins his search for the Golden Fleece. It is a decision that will cost him dear... Hundreds of years later, Merlin hears of a screaming ship in a northern lake and divines that it is the Argo...that Jason still screams out for his sons, stolen by

the enchantress Medea and thought dead. But death is not the end, and Merlin's trek to the north leads to the revival of both man and ship, and a new quest, with new companions-to find Jason's sons. Roving from the frozen north to the blighted island that will become Arthur's realm, from the deep forests of ancient Britain to the sun-washed shores of ancient Greece, Merlin's journey is an epic tale of mystery and enchantment. Celtika begins a retelling of the Arthurian legend unlike any other. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. From out of the bonds of slavery there arose a warrior...a warrior feared across all lands, a warrior whose blade was stained with the blood of thousands - man and beast - who smiled as she killed, with hair as gold as summer sun, eyes as blue as the heavens, and a body which invited only love yet dealt bloody, merciless death to her enemies. This was Raven, Swordsmistress of Chaos. It started on the night of the Summer Gathering in Haral. The Black One arose from the depths; killing, torturing, dismembering its victims. Panic ruled the City. The Priests of Lord Vedast claimed that, in fulfilling an ancient prophecy, Raven and Spellbinder were responsible for the carnage. And so the two found themselves powerless bait for the monster...a devil who aimed to make Raven, Mistress of the World - and murderer of Spellbinder! He had been a quiet family man - devoted to his wife and children, happy in his home, happy in his work. It took just thirty minutes of shattering, obscene violence to transform him into a remorseless, avenging hunter of evil - a savage practitioner and enemy of the occult. For somewhere- somewhere beyond the normal and the good - they had his family. And Dan Brady had to find them. Against him was all the evil of the supernatural - powers he neither knew nor understood. Powers he himself would have to learn to use if he were to track down his family in the preternatural night. The unthinkable has occurred. The wall of thoughts, barrier against the unknown, had been breached, unleashing a dark force into the world - the Ghost Lords of Uthganaar. These evil creatures had united the northern tribes of the world heart behind them and were set to conquer the world. Only Raven could stop them. Together with Warlock Spellbinder and the valiant tribesman Silver, she undertook an arduous and perilous journey - to the mysterious obsidian tower to learn the secret of the Ghost Lords and their invincible yellow sword - and beyond the Lost Lands to the worlds end itself. ""The first is a man who needs you and will use you. He will weaken you dangerously. The second is a man you betrayed, though you believe otherwise. He wishes to kill you and can do so easily. The third is a ship that is more than a ship. She grieves and broods. She will carry you to your grave."" "These three warnings greet Merlin on his return to the deserted fortress of Taurovinda - the Hill of the White Bull in Alba, the future England. He is not the only one making the journey: Urtha, High King of the Cornovidi, is coming home to reclaim his stronghold, and Jason is sailing in on the Argo to seek his younger son, hiding somewhere in the kingdom." "But Urtha's fortress has been taken by warriors from Ghostland; they claim it as their own. There will be war against the Otherworld."--BOOK JACKET. The triumphant return to the world of MYTHAGO WOOD, one of the greatest fantasy novels of the twentieth century At the heart of Ryhope Wood, Steven and the mythago Guiwenneth live in the ruins of a Roman villa close to a haunted fortress from the Iron Age, from which Guiwenneth's myth arose. She is comfortable here, almost tied to the place, and Steven has long since abandoned all thought of returning to his own world. They have animals, protection and crops. They also have two children, a combination of human and mythago. Jack is like his father, an active boy keen to know all about 'the outer world'; Yssobel takes after her mother, even to her long auburn hair. But this idyll cannot last. The hunters who protected Guiwenneth as a child have come to warn her she is in danger. Yssobel is dreaming increasingly of her Uncle Christian, Steven's brother, who disappeared into Lavondyss, and Jack wants to see 'the outer world' more than anything. Events are about to overtake them. Stephen Knight traces the myth of Merlin from to the early Welsh figure of Myrddin, through centuries of literature and art, and to contemporary examples of literature, film, and television. From the vaults of the SF Gateway, the most comprehensive digital library of classic SFF titles ever assembled, comes this republication of a trilogy of early, pseudonymous adventure tales by Robert Holdstock, WORLD FANTASY AWARD-winning author of MYTHAGO WOOD. The Berserker books are raw, primeval stories of a young Norse warrior, cursed by the gods to a life of savage warfare. Possessed by an animal, ferocious rage - implacable, invincible - Harald Swiftaxe fights his way across the Celtic world in search of release from his curse and, finally, peace. The Berserker omnibus contains SHADOW OF THE WOLF, THE BULL CHIEF and THE HORNED WARRIOR. This book is a detailed examination of one of the most important works of fantasy literature from the twentieth century. It goes through Mythago Wood by Robert Holdstock considering how it engages with war on a personal and family level, how it plays with ideas of time as something fluid and disturbing, and how it presents mythology as something crude and dangerous. The book places Mythago Wood in the context of Holdstock's other works, noting in part how complex ideas of time have been a consistent element in his fiction. The book also briefly examines how the themes laid out in Mythago Wood are carried through into later books in the sequence as well as the Merlin Codex In those days Broceliande was a terrible place, an ancient gloomy forest growing over misty dells, forgotten stones, a place of hidden lakes and strangling thickets. Though the true heart of Broceliande could never be found, the stink of its corruption oozed from the edgewood, shedding ghosts like autumn leaves. This was the forest of legend, where Merlin had come to dream his magic and the enchantress Vivien had come to beguile that magic from him. Martin and Rebecca have long since fled the forest, but when they are forced to return years later for their mother's funeral, they are at once ensnared in the forest's net of enchantment, an evil that has held the local villages in a root-strong grip. And when Rebecca gives birth to Daniel, a beautiful child who is deaf, dumb and blind, she finds herself sucked into a twilight world where she can see only strange, mysterious shadows. The hill below the fortress of Taurovinda, stronghold of Urtha, High King of the Cornovidi, is coming alive: the Otherworldly realm of the Shadows of Heroes are claiming the land as their own. But this time their actions are driven by a force that is darker and older than even the oldest among the ghosts. Who or what is raising the Dead? Merlin, a temporary resident in the fortress, must answer that question if this time of kings and lovers is to be saved. Jason's wonderful ship, Argo, has returned, drawn back by her own guilty past, and a dreadful secret that she will reveal only to Merlin. Argo holds the key to the mystery. And Niiv, the bewitching, beautiful Northlands enchantress, is working her way even closer into Merlin's charms. This is a journey that will take Merlin back in history, and to a fabled island of legend. Love is in the air. But at a price. 'A planet where eerie time displacements, like winds, can dump alien artefacts from the past and future into now, or sweep things away from now into anywhen.' 'A planet that attracts both scientists and fortune hunters, rummaging among the strangenesses, risking oblivion, carrying with them their own hang-ups, desperations, odd urges and searches. 'You won't easily forget this haunting, fully-realised world.'

TRIBUNE. This book is a story about the existence of magic in America and a conflict between a magic government and a non-magic government arises as the leaders dispute politics. In the story of Arcane, the leaders of the government struggle to keep peace. The President of the Arcane government loses grip of peace as fellow politicians begin to take violent action. The Arcane President attempts to stop the violence but the opposition prepares for war. More than 100 reading lists for every mood and taste will delight fantasy fans and those who work with them. From the landscapes of prehistory to 40th millennium AD, from post-war England to the full canvas of the inhabited galaxy, Robert Holdstock's haunting mythic imagination weaves eight stories of arresting power and ingenuity. Includes the original story from which the World Fantasy Award-winning novel, Mythago Wood, was expanded. A slave that became a warrior, the flamboyant Raven is back. And the dreaded mage Belthis stands again in her way. Along with the mercenary Spellbinder, the young woman will try everything to make his plans fail - until an old shadow, which she believed to be gone, resurfaces ... Simon Bradley, a highly

imaginative child, brain-damaged after a bizarre attack, vanishes one day from his home. Months later a body is found on the edge of Ryhope Wood. The wood shields a heart of primeval forest wherein live phantoms and strange creatures - mythagos - those shades generated over time by our dreams and nightmares. Alex has in fact been absorbed by the wood, drawn into its green heart - through a 'hollowing'. There his dreams will continue to populate the wood with its mythagos. But like Alex, they too are damaged: the great heroes he conjures are warped, incomplete and dangerous. Savage and lost, they are compelled to seek their creator. The havoc they wreak threatens those who search for Alex, including his father, Richard. In the end, it will threaten the very existence of the wood itself and of its natural mythagos. Richard must quest repeatedly through Ryhope's hollowings in an attempt to bring his son to safety and quiet the monsters Alex has created. There his dreams continue to populate the wood with "mythagos", warped, dangerous hero figures, threatening all those who come in search of the boy.

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